

What Is Claimed Is:

Sub 17

1. A game system, comprising:
a racing field formed on a predetermined board; and
a running model, to which an inherent ability parameter varying in accordance with a given environment is assigned, caused to run a race on the racing field,
wherein the racing field comprises a plurality of field regions in which the running model runs based on a current ability parameter, in accordance with the respective field regions.

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2. The game system of claim 1, wherein one of the field regions is a region maintained so that the running model performs steady running in which a current ability parameter of the running model is maximized, and the other one of the field regions is a region formed so as to obstruct the steady running.

3. The game system of claim 1, wherein one of the field regions is a flat region maintained not to obstruct the running of the running model, and the other one of the field regions is a region in which obstacles are arranged on part of a track on which the running model runs.

1 4. The game system of claim 1, wherein one of the
2 field regions is a region simulating a turf course,
3 and the other one of the field regions is a region
4 simulating a dirt course in which soil is exposed.

1 Sub A27 5. The game system of claim 1, wherein a
2 passageway is formed between the plurality of field
3 regions so that the running model can enter and
4 exit, and the same running model can run on races
5 on the plurality of field regions.

1 Sub B34 6. The game system of claim 5, wherein the
2 plurality of field regions form concentric racing
3 courses.

1 7. The game system of claim 1, further comprising
2 a game value adding device which adds a game value
3 in accordance with a result of the race.

1 Sub A37 8. A game system, comprising:
2 a racing field formed on a predetermined
3 board; and
4 a running model, to which an inherent ability
5 parameter varying in accordance with a given
6 environment is assigned, caused to run a race on
7 the racing field,
8 wherein the racing field comprises a plurality
9 of field regions which provide the running model

10 with variable factors of the ability parameter, the
11 variable factors differing in accordance with
12 running of the running model in the respective
13 field regions.

Sub B6

1 9. The game system of claim 8, wherein one of the
2 field regions is a region maintained so that the
3 running model performs steady running in which a
4 current ability parameter of the running model is
5 maximized, and the other one of the field regions
6 is a region formed so as to obstruct the steady
7 running.

1 10. The game system of claim 8, wherein one of the
2 field regions is a flat region maintained not to
3 obstruct the running of the running model, and the
4 other one of the field regions is a region in which
5 obstacles are arranged on part of a track on which
6 the running model runs.

1 11. The game system of claim 8, wherein one of the
2 field regions is a region simulating a turf course,
3 and the other one of the field regions is a region
4 simulating a dirt course in which soil is exposed.

1 12. The game system of claim 8, wherein a
2 passageway is formed between the plurality of field
3 regions so that the running model can enter and

4 exit, and the same running model can run on races
5 on the plurality of field regions.

1 13. The game system of claim 12, wherein the
2 plurality of field regions form concentric racing
3 courses.

1 14. The game system of claim 8, further comprising
2 a game value adding device which adds a game value
3 in accordance with a result of the race.

1 15. A game system, comprising:

2 Sub A4) a racing field formed on a predetermined
3 board; and

4 a plurality of running models, to each of
5 which an inherent ability parameter varying in
6 accordance with a given environment is assigned,
7 caused to run a race on the racing field,

8 wherein the racing field comprises a plurality
9 of field regions in which each of the running
10 models runs based on a current ability parameter in
11 accordance with the respective field regions,
12 whereby each of the running models is provided with
13 variable factors of the ability parameter, the
14 variable factors differing in accordance with
15 running of each of the running models.

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16. The game system of claim 15, wherein one of the field regions is a region maintained so that the running model performs steady running in which a current ability parameter of the running model is maximized, and the other one of the field regions is a region formed so as to obstruct the steady running.

17. The game system of claim 15, wherein one of the field regions is a flat region maintained not to obstruct the running of the running model, and the other one of the field regions is a region in which obstacles are arranged on part of a track on which the running model runs.

18. The game system of claim 15, wherein one of the field regions is a region simulating a turf course, and the other one of the field regions is a region simulating a dirt course in which soil is exposed.

19. The game system of claim 15, wherein a passageway is formed between the plurality of field regions so that the running model can enter and exit, and the same running model can run on races on the plurality of field regions.

1 20. The game system of claim 19, wherein the
2 plurality of field regions form concentric racing
3 courses.

1 21. The game system of claim 15, further
2 comprising a game value adding device which adds a
3 game value in accordance with a result of the race.

1 Sub 89/ 22. A game system for holding a race by causing a
2 running image, to which an inherent ability
3 parameter whose value varies in accordance with a
4 given environment is assigned, to run a race on an
5 electronically-formed racing field image, wherein
6 the racing field comprises a plurality of
7 field regions in which the result of processing the
8 current ability parameter using processes differing
9 in accordance with the respective regions is
10 reflected, the field regions providing the running
11 image with variable factors of the ability
12 parameter, the variable factors differing in
13 accordance with running of the running image, and
14 wherein

15 one of the field regions is a region
16 simulating a turf course, the other one of the
17 field regions is a region simulating a dirt course
18 in which soil is exposed, in which the condition of
19 the turf in the region simulating the turf course

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and the condition of the soil in the region

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simulating the dirt course can be adjusted.

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23. The game system of claim 22, further

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comprising a game value adding device which adds a

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game value in accordance with a result of the race.

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